

AMENDMENTS TO THE CLAIMS

1. (Previously Presented) A method in a computing system for adapting saved states used with a first version of a game for use with a second version of the game, comprising:

comparing source code for the first version of the game to source code for the second version of the game to identify changes from the source code for the first version of the game to the source code for the second version of the game;

among the identified changes, selecting those that add a new dependency on state;

for each selected change, automatically generating a state modification rule that satisfies the new dependency added by the change;

storing the state modification rules together; and

in instructions used by the second version of the game to load saved states:

loading a current saved state;

determining whether the current state is used with the first version of the game; and

if the loaded current state is used with the first version of the game:

retrieving the stored state modification rules; and

in conjunction with loading the current state, applying the retrieved state modification rules to modify the loaded current state; and

identifying the modified loaded current state as being used with the second version of the game.

2. (Original) A method in a computing system for adapting states used with a first version of a game for use with a second version of the game, comprising:

comparing the first and second versions of the game to identify dependencies on the state of the second version of the game not shared by the first version of the game;

automatically generating a rule to modify states used with the first version of the game to satisfy the identified dependency; and

for each of one or more states used with a first version of the game, applying the generated rule to the state.

3. (Original) The method of claim 2 wherein the generated rule is applied to each state in response to an attempt to use the state with the second version of the game.

4–10. (Cancelled)

11. (Original) A computer-readable medium whose contents cause a computing system to adapt states used with a first version of a game for use with a second version of the game by:

comparing the first and second versions of the game to identify dependencies on the state of the second version of the game not shared by the first version of the game;

automatically generating a rule to modify states used with the first version of the game to satisfy the identified dependency; and

for each of one or more states used with a first version of the game, applying the generated rule to the state.

12–31. (Canceled)

32. (Previously Presented) A computing system that adapts states used with a first version of a game for use with a second version of the game, comprising:

a version comparison subsystem that compares the first and second versions of the game to identify dependencies on the state of the second version of the game not shared by the first version of the game;

a rule generation subsystem that automatically generates a rule to modify states used with the first version of the game to satisfy the identified dependency; and

a rule application subsystem that, for each of one or more states used with a first version of the game, applies the generated rule to the state.